

Kevin Yee

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3D Character Rigger

Savvy Maya user with a keen focus on character rigging. Makes several use of python scripts and other tools to expedite rig modifications and skeletal setup according to the animators' needs. Worked extensively at prepping Maya rigs for exporting into Unreal Engine, as well as bringing in character assets from outside Maya and giving them a new control system.

SKILLS

- Autodesk Maya
- Body and Face Rigging
- Python Scripting
- Blendshape Creation
- Photoshop
- After Effects
- 3D Animation
- Unreal Engine

CREATIVE EXPERIENCE

AMGI Studios

February 2020 - May 2026

Character Rigger on game: My Pet Hooligan, Rigger on Multiple Unreleased Projects

- Formulated workflow to quickly transfer skin weights between radically different humans/creatures and refitting controls and skeleton hierarchy onto destination character.
- Repurposing Maya animation rigs to be compatible in Unreal game engine.

Pixomondo

June 2017 – February 2020

Rigger for Animated Short: Ephraim and DOT, Previs Rigger on Midway(2019) and multiple projects

- In charge of creating additional functions for main character rig created at different studio branch, as well as optimizing it for workflow speed in Maya.
- Created several 3D vehicle rigs for previs work and assisted with shot creation.
- Applying mocap data to character assets.

The Third Floor Inc.

May 2016 – September 2016

Character Rigger on VR production: Raising a Rukus

- Refitted and re-skinned previs skeletal rigs into finals-quality versions. Set up controls on main characters, and several quadrupedal creatures.

Roger.Tv Studio

July 2015 – November 2015

Freelance Rigger and Animator on promo: Shop Japan Opening

- Created several custom controls for various stylized characters and props and assisted in their animation in Maya

Visual Creatures Studio

October 2014 – January 2015

Freelance Rigger on commercials: Gamefly "Epic Gameplay", Gamefly "Animated Adventure"

- Created custom body and facial controls for several characters and creatures, both realistic and stylistic, along with props.

EDUCATION

The Art Institute of California – Los Angeles

Bachelor of Science in Media Arts & Animation

Winter 2012 Graduate